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HELPFUL HINTS: ALEX KIDS IN MIRACLE WORLD

Stage Left Sequence

Run over the Sun Box
Run over the Day Boxes Box
Run over the Moon Box
Run over the Star Box
Run over the Sun Box
Run over the Moon Box
Run over the Fox Boxes Box
Run over the Fish Box
Run over the Star Box
Run over the Fish Box



Upon completing the above sequence, a crown will appear on the ledge with three options. Once the crown and a secret message will appear. Read the message.

To Continue the Game

When the words "CONTINUE" appears on the screen, press and hold the control pad in the "Up" direction and push button A on the control pad eight times. This procedure should enable you to continue play, but you must have 1000 or more.

Long Range Glasses

At the beginning of the game, you will come across a box marked with a "?" (question mark). When you push the box, you will receive a ring. Upon capturing the ring, press the power button on the power base, press button F1 on the control pad, then press the power button again to return to the first screen. Now each time you push a long range glasses will shoot out. You will only be able to use this function prior to being under water.

In Stage, Glasses

The room with the boxes of the "Fish", the "Dove" and the "Duck"... Go over "W" at the map below, push the "Fish" and the "Dove" box once, then a cage which has letter "D" will open. Save the game and go to zone "Y" to find a personal letter. After the letter has been found, go to zone "X" and this room will be cleared. "W" contains a special stone - glass from "W" to "Y".

The Radiation Control Map

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

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THE SEGA® OF AMERICA WEB Site contains

To_Slayer Red Castle

You have to invade the castle of Justice the Great, there are two rooms with ceilings with spikes. The first room with the hanging ceiling contains a "P" and the second one does not. Touch the "FLASH BOX" on the left wall in the first with the swinging ceiling, and the ceiling will cease to fall. Also, the door opens up for you to go down to the next room.

The second room with the swinging ceiling does not contain a "FLASH BOX", so just walk straight to the other side. You can make it!!!

To_Slayer Blue

Touch the Pink Boxes to make the walls. The Pink Boxes will not disappear when hit them, so just hit them and go. (They will not break!!)

To_Slayer Green

Here, the two boxes marked with a "?" (question mark) in Stage Five. The first marked with a "?" you will soon come complete a Chest! (Be careful not to touch one). The second box marked with a "?" contains an extra life, so please do not forget.

To_Slayer Green Banana Trap

work faster than Scissors... When he comes stuff at you, dash and jump like a second fly- don't be dead. Whatever he do you do. Scissors/Player. Third day: Paperhead tries to beat you. What you are he tries to beat. He is like...

To_Slayer Green Banquet Trap

The second time you play against Paperhead, run to the left and back to the right. Shoot towards the bottom of the screen when his hand comes towards you three times.

In the second game, their hands come off. After you have won each one, you will kill. They are trying to catch you. If they do, you will die, so use hands three times!!

To_Kill the Barnaby

" Barn will chase Barnaby & Barnaby to the water. To kill him you must punch him in three times.

To_Kill the Octopus

Barn will chase Octopus in the water. To kill him you must punch in the direction. (One at a time).

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Play like no MIRACLE game imagined

You are now faced with "JESUS THE CRUSADE". Play Jesus with him. Watch out he can be risqué!

A double selection of play. Rock, then change to Paper before the music stops. Rock, then change to scissors before the music stops.

Now you win, he will get mad and throw balls at you. You will need to punch him in the intended place in order to continue on. Once you hit him there will be a ladder to his feet. Take the present and ride at the top left portion of the screen. At the top of the ladder in the next room, a young girl has a message for you!

WHITE HOUSE



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